

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently amended) A method for a result prediction game service using a communication network, comprising:

an authentication step of authenticating customers who gain access;  
~~an application support step of providing support so that information to customers authenticated at the authentication step can make to assist in making predictions of the\_a result of a certain event and applying to purchase media, which can each be redeemed for a certain amount when the predictions of the result of the certain event are correct, at amounts determined by the customers, the customers being informed of determined return rates before making the predictions;~~  
a result receipt step of receiving the result of the certain event; and  
a payout step of paying an amount, which is determined by subtracting a fee from the certain amount, to each of the customers who correctly predicted the result of the certain event, according to the result received at the result receipt step.

2. (Currently amended) The method set forth in claim 1, further comprising:  
a trade establishment step of establishing a trade (trades) of media between a specific customer and another specific customer (other specific customers) when a plurality of customers applies to purchase the media at the application support step, ~~wherein the specific customer's prediction of the result and the other specific customer's (customers') prediction(s) of the result are different from each other;[.]~~  
and

a purchase condition set by the specific customer and (a) purchase

condition(s) set by the other specific customer(s) fulfill preset conditions.

3. (Original) The method set forth in claim 2, wherein the trade establishment step is performed in such a way as to establish a trade of media between the specific customer and the other specific customer(s) when a sum of the specific customer's unit purchase price and the other specific customer's (customers') unit purchase price is the certain amount.

4. (Original) The method set forth in claim 1, wherein the fee of the payout step is zero.

5. (Currently amended) A method for a result prediction game service using a communication network, comprising:

an authentication step of authenticating customers who gain access;  
a betting support step of providing support so that information to customers authenticated at the authentication step can make to assist in making predictions of a result of a certain event, determine determining payouts, which can be received when the predictions of the result of the certain event are correct, and make making bets after being informed of determined return rates;

a result receipt step of receiving the result of the certain event; and  
a payout step of paying an amount, which is determined by subtracting a fee from the payout, to each of the customers who correctly predicted the result of the certain event, according to the result received at the result receipt step.

6. (Currently amended) The method set forth in claim 5, further comprising:  
a betting establishment step of establishing a bet (bets) between a specific customer and another specific customer (other specific customers) when a plurality

of customers makes bets at the betting support step, the specific customer's prediction of the result and the other specific customer's (customers') prediction(s) of the result are different from each other;[[,]] and

a purchase condition set by the specific customer and (a) purchase condition(s) set by the other specific customer(s) fulfill preset conditions.

7. (Original) The method set forth in claim 6, wherein the bet establishment step is performed in such a way as to establish the bet(s) between the specific customer and the other specific customer(s) when a sum of the specific customer's betting amount and the other specific customer's (customers') betting amount equals the payout.

8. (Currently amended) The method set forth in claim 6,  
wherein[[,:]] the betting support step provides support-information so that the customers authenticated at the authentication step can determine payouts by predicting the result of the certain event and determining the return rates and the betting amounts; and

wherein the betting establishment step establishes bets for betting amounts, which are received at the application receipt step, between which a cross betting relationship is established according to a certain payout rate.

9. (Currently amended) The method set forth in claim 8, wherein the betting support step comprises:

a step of providing support so that information to each of the customers applying to make bets canto select at least one from among at least two return rates and input the return rate; and

a step of providing support so as to inputting betting amounts by making bets

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based on the selected return rate.

10. (Original) The method set forth in claim 6, wherein the fee of the payout step is zero.